The Orchid Arcade: Build and Installation guide

# Setup

## Requirements:

- [Visual Studio](https://visualstudio.microsoft.com/)

- [.NET 8.0](https://dotnet.microsoft.com/en-us/download/dotnet/8.0)

- [MSSQL Server](<https://www.microsoft.com/en-us/sql-server/sql-server-downloads>)

- [SQL Server Management Studio](https://learn.microsoft.com/en-us/sql/ssms/download-sql-server-management-studio-ssms?view=sql-server-ver16#download-ssms)

- [Gmail account] https://gmail.com/

## Installation

* Create a new MSSQL server using and make sure that it is running. You can check on the SQL configuration manager

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* Connect to your SQL server and create a new Database using the SQL Server Management Studio.

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* Copy the Database connection String. You will find it after the installation of MSSQL Server here:

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* Paste the connection string on the Appsettings.json file:

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* Open the dot net project using Visual Studio and .NET 8.0

In Visual Studio, navigate to **\*\*Tools\*\*** > **\*\*NuGet Package Manager\*\*** > **\*\*Package Manager Console\*\***.

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* Run the Update-Database command

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* To have the authentication system working, 2FA is enabled and a working email must be configured as follows:
* Create a new gmail account:

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* 2-step verification must be activated on the google account settings:

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* On the App Passwords page a new password must be generated for the app:

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* The environment variables SMTP\_USER and SMTP\_PASSWORD must be set to the email and the generated App password:



* Close Visual Studio and open it again, clean and rebuild the project and now this should be working.
* After the tables are created and populated and the email account is configured you should be able to run the application:

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# Unit tests.

* You can run all the tests on the tests window on visual studio:

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* You should get a result of all tests passing:

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* The code for the unit tests is on the tests folder and it includes 12-unit tests that cover every CRUD functionality of Games, User and Reviews and also the BuyGame unit test that covers the Transaction functionality to link a game to an users library.

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